

THE TOME OF COMPILED EVIL



A TAKE ON THE BOOK OF VILE DARKNESS
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FOR 5TH EDITION D&D

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INTRODUCTION

This book is said to have been made by the Lich-God Vecna himself, and was used as his personal Magic Tome. He filled the tome with obsessively detailed notes on every diseased idea and depraved thought that ever crossed his twisted mind, along with the blackest magics he could discover or devise. Vecna covered every vile topic he could, making the book a gruesome catalog of all mortal wrongs.

No mortal was meant to possess the secret knowledge within its pages, but somehow the book was passed onto the material plane. There has been much debate about how this came to be; some say it was because of Vecna himself, done as a twisted joke. Others say the book was stolen by an overreaching wizard who lost his mind upon reading the pages, before having the book stolen from him in turn; thus starting a long tradition of thefts by other overreaching wizards or their hired help.

The book was last found by an unsuspecting Sun Elf by the name of Rhangyl. He stole it from a Lich of great power that had decimated the city of Berdusk, but unfortunately fell to the book's corrupting power. Rhangyl eventually made a deal with the Demon Lord known as Kiiton, giving him domain on the material plane in the city of Berdusk in exchange for a demonic sword, which would become the artifact known as the "Sword of Kii".

Rhangyl inevitably fell, his soul being split between the book and the sword, binding each artifact to the other (a secret known only to Kiiton and Vecna himself).

ATTUNEMENT

How to ATTUNE

1. One must spend 80 Hours reading the Book of Vile Darkness
2. After reading, one must make a DC 17 Charisma Save
 - Fail = Alignment becomes Neutral Evil
 - Success = While attuned, a check must be made every 24 hours until a failure

EFFECTS OF ATTUNEMENT

1. Evil Appearance
 - With your darkened eyes, reddish skin, forked tongue, and for those who see them, the many inexplicable scars that cover your body, creatures now acknowledge you as being evil.
2. Advantage on Persuasion with evil creatures
3. Advantage on Intimidation of non-evil creatures
4. Language "Dark Speech"
 - You take 1d12 psychic damage each time you speak in this language
 - Each non-evil creature that can hear you takes 3d6 psychic damage

BONUSES OF ATTUNEMENT

1. Evil Aura (Advantage on Deception)
2. Black Eyes (Devil's Sight)
3. Smoky Step (Advantage on Stealth in darkness)
4. Demon Skin (Resistance to Fire Damage)
5. Increase one ability score by 2 points (to a max of 24). This must be different from the decreased ability score.
6. Advantage on checks when performing evil acts

PENALTIES OF ATTUNEMENT

1. Growing Insanity (Disadvantage on Wisdom Saves)
2. Blurry Vision (Disadvantage on Perception checks requiring sight)
3. Lost Knowledge of Good (Disadvantage on Religion)
4. Insomnia (Can't regain HP from Short or Long Rests)
5. Greed (Can only try to obtain wanted items by dishonest means)
6. Decrease one ability score by 2 point (to a min of 3). This must be different from the increased ability score.
7. Unable to enter hallowed/divine areas

THE SWORD OF Kii

Wondrous item, artifact, sword (special)

This obsidian and adamantite longsword, etched with the crimson runes of the hell dimension, was created by the Demon Lord known as Kiiton. The original wielder of the sword died while in the possession of this book, so the book now grants the blade to anyone who attunes to it as a means of protecting itself.

PROPERTIES OF THE SWORD

1. +2 to attack and damage rolls
2. Critical hit on rolls of 19 or 20
3. Deals an extra 2d8 slashing damage to divine creatures
4. The wielder has advantage on attacks against targets who have not taken damage
5. The sword can suppress any magical seal, save for those directly placed by a deity, for 6 seconds, Once per day
6. The wielder has disadvantage on attacks while in direct sunlight
7. The sword imposes a -5 penalty to AC while being wielded
8. The sword can change between a dagger, shortsword, longsword or greatsword as a bonus action

REQUIREMENTS

If the sword isn't bathed in blood within 1 minute of being drawn, its wielder must make a DC15 Charisma saving throw. On a successful save, the wielder takes 3d6 psychic damage. On a failed save, the wielder is dominated by the sword, as if by the dominate monster spell, and the sword demands that it be bathed in fresh blood. The spell's effect ends when the sword's demand is met.

THE SWORD'S CURSE

The sword was made only because Kiiton, its creator, was under the control of a demon name binding. Every demon despises the effect their own name has upon them, and anyone who dares speak it would be lucky to walk away with their life. So when the demon created the sword, it placed upon it a curse to spite the one it was made for.

Upon the death of the wielder, their soul will be dragged through the Nine Hells, before being imprisoned in the sword itself. But since the sword is now part of this book, the soul is split between both book and sword.

TRAPS

TRAPPED PITFALL

- *Trap Danger: Deadly*

A pit of at least 40ft, so to negate the range of a Detect Magic spell, with Zone of Weakness cast at 5th level at the bottom. The trap is triggered by a pressure plate on the floor, which opens a trap door beneath the triggering creature. A Dexterity saving throw of 20 or higher is a success, allowing the creature to jump clear of the trap, a saving throw of 15 to 19 lets the creature catch the edge of the pit, and a saving throw of 14 or less is a fail.

If a creature catches the edge of the pit, it triggers a rockfall from above the pit. A Dexterity saving throw of 20 or more is a success, allowing the creature to dodge the rockfall. On a failed save, the creature takes 10d10 bludgeoning damage and is knocked off the edge.

The creature can then make a DC15 Dexterity saving throw to grab a small ledge part way down. On a success, the creature triggers a fire trap in the area above the pit within a 30ft radius. Any creatures caught in the fire can make a DC 15 Dexterity saving throw, taking 4d10 fire damage on a fail, or half as much on a success. On a failed save by the falling creature, it takes 1d6 falling damage for every 10 feet fallen down the pit.

DRAWN OR QUARTERED

No one said you needed ropes and horses to pull someone apart, and with this magic ward it's simple as one, two, three, four.

This ward spell requires four 10 foot lengths of chain and a 3rd level spell slot to cast, and can be placed on any surface that may be touched. When the ward is triggered, the triggering creature must make a DC 15 Dexterity save or have each limb touching the ward restrained.

The creature must then make a Dexterity save at the start of its turn, freeing one limb on a successful save, or having another limb restrained on a failed save. Any creature that touches the ward or creature restrained by the ward must also make the Dexterity save, also becoming restrained on a failed roll.

On the fourth round of having a limb restrained, or after all limbs are restrained, the creature takes 15d10 force damage. If this reduces the creature to 0HP, they must roll on the Lingerin Injuries table (DMG pg. 272) with disadvantage, ignoring a roll of 1. The creature is then pushed 10 feet away from the ward and is no longer restrained.

At Higher Levels. When you cast this ward using a spell slot of 4th level or higher, increase the DC by 2 for each slot above 3rd.

MAGIC ITEMS:

CROWN OF FORCED SERVITUDE

Wonderous item, Legendary

This ornate white gold crown has 1d10 astral diamonds adorning it. Each time you reduce a creatures HP to 0, but do not kill it, you can choose to bind it to one of the gems on the crown. A gem can only have one creature bound to it.

As an action, you can summon a bound creature to your side, as long as it's on the same plane of existence as you, whereupon it will be compelled to obey your instructions.

As a reaction, whenever you take damage, you can transfer it to a bound creature.

If a bound creature dies, the gem it was bound to disintegrates off the crown.

VIAL OF VILE DARKNESS

Potion, Rare

Opening this vial releases a 20ft radius zone. The zone is total magical darkness (same as the Darkness spell). Any creature that enters the zone or starts its turn there is subject to the Fear spell with a DC of 18.

DRUGS:

DRUG RULES:

Every time a creature takes a drug, they must make a Constitution saving throw or become addicted.

An addicted creature gains a level of exhaustion for every set duration unit passed without taking the drug, set by the drug's *Addiction Time*. The exhaustion lasts for 1d4 days.

After the *Addiction Time* passes for the first time, it restarts and is reduced by 1 day. This repeats until the *Addiction Time* reaches 0, at which point the target is then over the addiction.

A creature addicted to more than one drug only needs to make one saving throw, using the highest rated addiction DC of the drugs addicted to.

On a saving throw of 1 or lower on any drug of *Addiction Rating* of Hard or higher, the player is reduced to 0 HP with 1 failed Death Save. On a saving throw of 1 or lower on any drug of *Addiction Rating* of Very Hard or higher, the player is reduced to 0 HP with 2 failed Death Save.

On a saving throw of 1 or lower on any drug of *Addiction Rating* of Nearly Impossible or higher, the player dies and cannot make Death Saves.

PARANOIA

A creature subject to this poison must succeed on a DC 18 Constitution saving throw. On a failed save the creature is poisoned for 1d10 days. For each day it is poisoned, the creature's Sanity ability score is reduced by 2 points. A creature who failed the save is also subject to madness effects, found on page 259 of the DMG.

The creature is then subject to a Short-Term Madness effect at the end of any short or long rest for every day its Sanity score is lower than 8.

The creature is instead subject to a Long-Term Madness effect at the end of any short or long rest if its Sanity score is lower than 4.

If a creature's Sanity score is 0 or lower, it is subject to a Flaw from Indefinite Madness. Curing the madness restores the creature's Sanity score.

SLEEPLESS NIGHT:

When you really need to sleep without dreaming, whether they are normal dreams or magic induced nightmares, they won't happen if you take some Sleepless Night.

- *Main Effect:* Take 1 poison damage, Fall into a dreamless sleep for 1d8 hours
- *Side Effect:* For the duration you can't be woken, and are classified as Unconscious.
- *Overdose:* If a second dose is taken within 1d12 hours of the last, you must succeed on a Constitution saving throw or become poisoned for 2d6 hours after the *Initial Effect* wears off. While poisoned, you are Incapacitated.
- *Addiction Rating:* Moderate - DC 15
- *Addiction Time:* 5 days

FEATS

ACCEPTED ANCESTRY

Prerequisite: Tiefling

You connect with your demonic ancestry, calling forward the power that spawned you. You gain immunity to fire and poison damage, and the poisoned condition. You also choose the demon that's blood resides within you (from official sources) and gain one skill, ability or non weapon attack it possesses.

BLACKMAIL

Prerequisite: Charisma score of 15 or higher

You've got a way of putting someone else's private information to good use to get what you want. You have advantage on Charisma (intimidation) checks when "persuading" someone to help you out.

EVIL MAGIC INITIATE

Prerequisite: No prior levels in a spellcasting class

Any character of a non spell casting class automatically gains this feat whilst attuned to the book. The character gains Spell and Ritual casting features. Charisma is the spellcasting ability for this.

LOLTH'S FAVOR

Prerequisite: Elf (drow), female only

When you take this feat, a Yochlol contacts you to inform you that you have gained Lolth's favor.

You gain immunities to being Charmed or Frightened. You learn the spells *clairvoyance*, *detect thoughts*, *dispel magic*, *levitate* and *suggestion*, each of which you can cast twice a day without expending a spell slot. You also gain advantage on saving throws against spells and other magical effects

Additionally, if you commit a Lawful Good act, you lose this feat and all access to its features permanently.

Mythal Magic (aka. 10th level spells)

Prerequisite: The ability to cast at least one 9th level spell, Intelligence 20 or higher, Wisdom or Charisma 20 or higher, 20th level

Your devotion to obtaining unlimited power has yielded results at last. With the help of other spellcasters of at least 10th level, you can cast any spell without using a spell slot or requiring components. When doing so, you can pick one of the following effects for each spellcaster aiding you:

- The spell is cast at one level higher, per aiding spellcaster
- If the spell requires an Attack roll, it automatically hits
- If the spell requires a Saving roll, the target automatically fails
- The spell's range is limited only by line of sight
- If the spell causes damage, its damage dice is maxed
- If the spell causes damage, add 5 more damage dice per aiding spellcaster
- Delay a spell taking effect for a period of time or until a condition is met
- If the spell causes damage of a specific type, change it to a different type
- If the spell causes damage of a specific type, make a portion of it a different type
- If the spell targets a creature, ally or enemy, Increase or decrease the number of targets up to two times the number of aiding spellcasters
- If the spell affects an area, choose a number of targets in that area, equal to two times the number of aiding spellcasters, that are unaffected.
- Increase or decrease the radius of effect by 10ft per aiding spellcaster
- Invert a spell effect. (eg. Use Dimension Door to teleport a target to you)

Once you have cast a spell using this ability, you, nor any of the spellcasters that aided you, can do so again for 10 days.

Notes of the Necromancer

Prerequisite: Have at least 1 level in Wizard or Warlock with Pact of the Tome, and a Medicine skill of 5 or higher

When you take this feat you are able to decipher the extensive notes on necromancy, which cover both the magical and non-magical aspects. This gives you access to every necromancy spell in available sources. These spells must be copied into your own Spellbook or Book of Shadows to be used.

Spell Duelist

Prerequisite: Dexterity 13 or higher, The ability to cast at least one spell

With the combination of your reflexes and your magical proficiency, you are able to use your reaction to cast a spell in response to either a ranged spell attack or a normal ranged attack targeting you.

The spell you cast must be able to target the origin point of the triggering attack.

TOUCH CASTER

Prerequisite: The ability to cast at least one spell

The range of all your known spells change to Touch.

UNLUCKY

Prerequisite: An Evil or Chaotic Alignment

You have 3 misfortune points. Whenever a creature adjacent to you makes an attack roll, an ability check, or a saving throw, you can spend one misfortune point to make them roll an additional d20. You can choose to spend one of your misfortune points after the creature rolls, but before the outcome is determined. You can choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one misfortune point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck or misfortune point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended anti-luck points when you finish a long rest.

ELDRITCH INVOCATIONS

DUAL CASTER

Prerequisite: Know at least two Cantrips

With a bit of practice, you're able to mix and match certain spells on the fly. As a bonus action, you can cast a cantrip at the same time you cast any other spell you know. If the cantrip requires an attack roll or saving throw, it uses the rolls of the first spell if it has one, otherwise rolls are as normal.

You can choose to use this ability when you cast any spell you know, but before the result of it is known. If the first spell fails, so does the cantrip.

WOUNDING BLAST

Prerequisite: 12th level, eldritch blast cantrip

Whenever you roll a critical hit or maximum damage using the *Eldritch Blast* cantrip, the target must roll on the Lingering Injuries table (DMG pg. 272)

Spells & Rituals

SPELL MECHANIC: HP AS A COMPONENT REPLACEMENT

In exchange for using spell components that have a gold value, you may use the HP of any willing or unconscious creatures within 30ft of you. For each 1HP, 1gp of component value is removed from the spell's requirement.

ARCANE CORRUPTION

9th-level evocation (ritual)

Casting Time: 10 hours

Range: Sight

Components: V, S, M (the Holy Symbol of a god wrapped in a scroll of Chromatic Orb handwritten with arcane ink worth 10,000gp)

Duration: see spell description

You pick a point you can see and spend the 10 hours drawing in arcane energy directly from the weave, into the symbol. The scroll is then cast by the ritual and the symbol is launched towards the target point, landing after 1d4 rounds.

All creatures within 50ft take 15d10+150 magical bludgeoning damage.

All creatures within 150ft must make a CON save, taking 15d10+50 radiant damage on a failed save, or half as much on a success.

All non-magical plant life within 300ft withers and dies. For the next 1d10 years, this area is a anti-magic zone.

For the next 1d10 months, any creatures within 150ft of the target point take 15 points of radiant damage per round they remain within the zone.

For the next 1d10 weeks, any creatures within 50ft of the target point take 50 points of radiant damage per round they remain within the zone.

For the next 1d10 days, any creatures within 25ft of the target point take 100 points of radiant damage per round they remain within the zone.

The symbol cannot be moved from the point at which it lands unless it is destroyed. If it is destroyed the anti-magic zone is dispelled.

BIND DEMON

9th-level enchantment (ritual)

Casting Time: 10 minutes

Range: 30 ft (With line of sight)

Components: V, S, M (blood of an innocent and a Crimson Star Diamond worth 10,000gp, which are consumed at the start of the ritual)

Duration: Until dismissed

The demon must be within range and line of sight for the duration of the ritual. Upon completion, the demon makes a Wisdom saving throw (at disadvantage if the demon's true name is used). On a success, the demon is not bound to the caster and is immune to further attempts until the next full moon, or until it is sent back to its appropriate layer of the Nine Hells.

On a failure, the demon is bound to the caster and must obey their every order to the best of its abilities. The caster also gains all the demon's strengths and weaknesses, including HP, as if they were the demon. If either the caster or the demon take damage, the other takes psychic damage equal to the damage received by the first, but without taking resistance or weakness into account.

If either the caster or the demon are sent to another plane of existence, the other follows. If the other is not willing, they must make a DC18 Wisdom saving throw, with disadvantage. On a failure, they take 8d10 psychic damage, half as much on a success.

Blood Forging Ritual

7th-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (blood of living sapient creatures = (weight of item being made in pounds x 450) / 4))

Duration: Instantaneous

The caster rounds up enough blood within the ritual circle, still within the living sapient creature/s it belongs to, and performs a dark ritual to transmute it into an item of their choosing.

If the item is a weapon, it has the properties of silvered and adamantite. The damage dice is one higher of a normal weapon of the same kind, and the number of dice is doubled.

If the item is armor, it has resistance to all damage. And the DEX mod is double that of equivalent normal armor of the same kind.

If the item is anything other, the effects can be decided by the caster, but are up to the discretion of the DM.

When the item is perceived within the ethereal plane, it is seen as a swirling mass of souls that are constantly fighting to get free and will try to attack the caster. If the caster is in contact with the item whilst on the ethereal plane, they must make a DC18 Wisdom saving throw. On a failure, the item does 5d8 Necrotic damage to the caster's maximum HP. This damage cannot be regained for 1d4 days. On a success, the caster takes half as much Necrotic damage and it does not affect their maximum HP.

In addition, any item made by the Blood Forging Ritual has the Blood Forged Scent effect on it. (See the chapter on Additional Features for further details)

CHAINED BLADES

7th-level evocation

Casting Time: 1 action

Range: 100ft

Components: V, S, M (a length of chain and 4 bladed weapons)

Duration: Concentration, up to 1 minute

You summon an area filled with ghostly chains and whirling blades in a 20-foot-radius sphere centered on a point within range and lasting for the duration.

The chains litter the ground making the area difficult terrain. Any creature within the sphere must make a Dexterity saving throw or be restrained. A restrained creature is pulled up to 10 feet towards the center of the sphere at the start of its turn and takes 12d6 magical slashing damage.

A creature that enters the sphere or starts its turn in it must make the Dexterity saving throw or be restrained. A creature within 5 feet of the sphere must make a Dexterity saving throw or be pulled into the zone.

A restrained creature can make a Dexterity saving throw at the end of its turn, no longer being restrained on a success.

CURSE OF THE NINE HELLS

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (the blood of a demon, which is consumed by the spell)

Duration: Until dispelled

You touch a creature or item not attuned to someone. A creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. An item is instantly cursed. When you cast this spell, choose the nature of the curse, within the DM's discretion. The target is also affected by the following:

- The target, or creature in possession of cursed item, has disadvantage on all saving throws, ability checks and attack rolls
- The target, or creature in possession of cursed item, must make a Wisdom saving throw (less the disadvantage) at the dawn of every day. On a failure, they gain 1 level of exhaustion. If the target or creature already has a level of exhaustion, it must make a Wisdom saving throw at the end of each long rest to see if it loses that level, only doing so on a success.

INFLECT HEROISM

9th-level enchantment (ritual)

Casting Time: 1 hour

Range: Self

Components: V, M (the blood of a living child)

Duration: See Description

Somewhere in the world a chain of events begins that inflicts an unsuspecting humanoid creature with extreme tragedy that will one day lead them into a life of adventuring. The specifics are up to the DM, but otherwise results in you one day encountering the target as a formidable foe.

Until you have fought the target at least once they are unable to die by any means, but can still be gravely injured.

MARK OF PERSECUTION

6th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, M (a pair of shackles and a wanted poster)

Duration: Concentration, 1 hour

You touch a creature and leave an invisible mark upon it that instantly makes other creatures hate them. Any creature that sees the target must make a Wisdom saving throw or become charmed and believe the target is their enemy. A creature with an Intelligence of 8 or lower automatically fails the save. A creature that saves cannot be affected by this spell on that target again for 24 hours.

When casting the spell, you can designate any creatures you can see within 60ft to not be affected.

MORE OF ME

9th-level necromancy (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (two blood diamonds worth at least 1,000gp each, which the spell consumes, and a living humanoid creature of similar build to the caster)

Duration: Instantaneous

You tear out part of your soul and thrust it into a living sacrifice. The soul of the creature you thrust the part of your soul into must make a Constitution saving throw, having its soul destroyed as yours takes over the body on a failed save. The body of the creature then turns into a copy of

your own. The copy of your body has all your current memories and has all the same abilities and stats except spell slots.

Upon casting, you choose one spell slot of any level. You lose that spell slot, but the copy gains it. The copy also knows two of the same cantrips you do. Each time the clone casts a spell, including rituals, its max HP is reduced by an amount equal to twice the spell's level, 1HP for cantrips. When the clone's max HP is reduced to 0, it ceases to exist. Anything it is wearing or carrying at the time drops to the ground where it stood and all its memories and piece of soul are transferred to the original caster if they are on the same plane of existence at the time.

If the original caster dies, the remaining portion of their soul is transferred to the copy. The copy then returns to max HP, if it wasn't already, and gains all remaining spell slots and memories the caster had. The clone is then effectively classified as the original.

While a copy exists, neither the original caster or the copy can become a Lich, nor can this spell be used by a creature that is already a Lich.

SHADOW MERCHANT

4th-level conjuration (ritual)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a pouch of coins amounting to at least 100gp, and a silk covered pillow)

Duration: Concentration, up to 1 hour

You summon a merchant that traverses the planes to purchase rare and unusual items. The merchant appears as a Shadar-Kai, but if attacked, it instantly turns into a black mist before turning invisible. If it was the caster that attacked it, the merchant then transports itself back to where it came from.

The merchant's stock includes: ingredients for any potion or poison, 1d10 magical items chosen by the DM, and any item within the PHB (but are of foreign design and only sell for ¼ the normal price). Any other stock and all prices are at the DM's discretion.

If nothing is bought from the merchant before the spell ends, the merchant takes the coins and pillow used to summon it when it leaves.

Soul Assimilation

8th-level necromancy (ritual)

Casting Time: 1 Hour

Range: Touch

Components: V, S, M (Ashes of a lotus flower & a Ruby worth 5,000gp, which are consumed upon casting)

Duration: Instantaneous

When you finish the ritual, you touch the forehead of a target with the ruby. The target must make a WIS save, or take 12d10+20 Necrotic damage. If the target has health remaining, the ritual fails and the components are still consumed. If the target is reduced to 0HP, it dies and you consume part of its soul, gaining one of the following benefits of your choosing:

1. You gain some of the target's class specific abilities, equivalent to 1 per 4 levels the target had at their time of death
2. You gain half of all the target's movement speeds and add them to your current speeds
3. You gain one of the target's damage resistances or immunities for 1d4 weeks
4. You gain one of the target's senses for 1d4 weeks
5. Gain all the target's known spoken languages
6. Roll a d100 for each spell level the target possessed. You gain that percentage of the target's spell slots for each spell level rolled

TRANSMOGRIFY

9th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a pinch of sulfur)

Duration: Concentration, up to 1 hour

Choose one creature that you are able to touch. You transform that creature into an object or plant of your choosing. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the duration, the transformation becomes permanent.

While transformed, the creature gains senses as on the Ethereal Plane, but can only perceive the area around the object or plant they were turned into. The creature feels everything as normal while transformed, and doesn't age.

If transformed into a plant, the transformation doesn't end until the plant is no longer able to grow. If the plant is cut down, but the roots remain, the plant is not classified as dead until the bulk of the roots are removed and destroyed, otherwise it will grow again unhindered.

Shapechangers aren't affected by this spell. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by the spell.

ZONE OF WEAKNESS

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A vial of grave dirt at least 100 years old (is equivalent to GP cost))

Duration: Concentration, up to 10 minutes

You create a magical zone that weakens those within it, in a 10 foot radius sphere centered on a point you can see within range. Any creature within the zone has disadvantage on death saving throws. Medicine checks have disadvantage. Healing spells used within the zone are only half as effective.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 1 hour. If you use a spell slot of 4th level or higher, the duration is 10 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a spell slot of 9th level or higher, the spell last until it is dispelled.

Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

BECOMING A LICH

THE DEED

Within the book are extensive notes on becoming a Lich. The basics of which are as follows:

1. You must be an Evil, Humanoid Magic user of 17th level capable of Ritual Casting.
2. You must construct a Phylactery
 - a. The Phylactery takes 10 days to make
 - b. It must be enchanted with specific silvered runes and costs 500,000gp to make
 - c. It must have a soul sacrificed to it
 - i. The soul must be of significance to the aspiring Lich
3. You must prepare the Potion of Undying
 - a. The potion takes 3 days to make with the following ingredients
 - i. 2 pinches of pure arsenic
 - ii. 1 pinch of belladonna
 - iii. 1 measure of fresh phase spider venom (under 30 days old)
 - iv. 1 measure of fresh wyvern venom (under 60 days old)
 - v. The blood of a dead humanoid infant killed by a phase spider
 - vi. The blood of a dead humanoid infant killed by a mixture of arsenic and belladonna
 - vii. The heart of a virgin humanoid killed by wyvern venom
 - viii. 1 quart of blood from a vampire or a person infected with vampirism
 - ix. 1 quart of blood from a Lycanthrope or a person infected with lycanthropy
4. You must perform the ritual under the night sky with a new moon, OR, strike a bargain with a fiend, evil god or other foul entity, such as Orcus or the Grand Reaper.
5. You must drink the Potion of Undying and die

BEING A LICH

Now you're a Lich, it's time to start improving your slowly decaying body.

You gain the following benefits for being a Lich:

- Base AC = 14+Dex
- Hit Die increases by 1 die size, up to a max of a d12
- Undead Nature. A Lich doesn't require Air, Food, Drink or Sleep

Until you start improving yourself with the Augmentation Ritual, you have the following effects:

- Damage Resistance: poison & nonmagical weapon damage
- Exhaustion level 2, which can be reduced by normal means, but resets every three days

PRESERVATION RITUAL

As an undead, one of the inevitabilities is the slow decay of your body. Not everyone who becomes a Lich wants to be a vaguely fleshy skeleton, but would rather keep their youthful, more mortal, looks. Or maybe you just want to throw off the sent of some troublesome adventurers by merely appearing mortal. Whatever the reason, there's a little ritual you can perform that can freshen you up.

This ritual requires a mixture of aloe vera and mineral oil to be slowly poured over a ruby, worth at least 1,000gp, that has been enchanted with fiery heat. As well as a living body similar to your own to transfer the flesh from.

The ritual takes an hour to complete, and reforms your decayed body to its mortal looking form. Your body will then last 1d4 weeks before it starts to decay again.

AUGMENTATION RITUAL

A lich can continue to improve itself, but it takes time and rare spell components. With this ritual, you are able to infuse more abilities into your decrepit body.

Each damage and condition type has its own specific component that must be added to the ritual to gain the benefit. These components are listed at the end of this chapter.

In addition to the effect components, the ritual requires:

- Gold dust worth at least 1,000gp, 2 diamonds worth at least 10,000gp each, and a the freshly spilled blood of a humanoid creature.

When the ritual is complete, you gain the following effects.

1. Gain Damage Resistances for each specific component added to ritual [Max 2]
2. Gain Damage Immunities for each specific component added to ritual [Max 2]
3. Gain Condition Resistances for each specific component added to ritual [Max 2]
4. Gain Condition Immunities for each specific component added to ritual [Max 2]
5. Gain one Sensory effect for each specific component added to ritual [Max 1]

PHYLACTERY

Because of your new phylactery, you gain the following benefits:

1. **REJUVENATION.** If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.
 - If the Phylactery contains a diamond worth at least 25,000gp and a piece of the Lich's necrotic body, this instead becomes True Resurrection. The diamond and body piece are consumed by the spell when triggered.
2. **LEGENDARY RESISTANCE (MAX USES 3).** If the lich fails a saving throw, it can choose to succeed instead.
 - A basic ritual, costing 1,000gp of components and taking one day to cast, must be used to grant this ability.
3. **LEGENDARY ACTION (MAX USES 3).** The Lich must prepare up to 3 actions each day to be able to perform them as Legendary Actions
 - A basic ritual, costing 1,000gp of components and taking one day to cast, must be used to grant this ability.

LAIR

Every evil creature needs a Lair, so why not get started on your own.

A Lair can be constructed at the base cost of 50,000gp and takes 400 days to build.

- Specific rooms can be built into the construction, adding an additional 3,000gp and 15 days to the cost and time
- Traps, secret passages and fortifications can be built into the construction, adding an additional 5,000gp and 8 days to the cost and time, per 10 square feet
- Magic wards, protections and other magical effects can be added into the construction, adding an additional cost and time dictated by the spell description, plus 1,000gp and 1 day.

LAIR: ARCANIC ENGINE

A small Arcane Engine can be built within a Lich' Lair, at the cost of 75,000gp and 30 days of construction time. The engine must then be activated with a ritual that costs an additional 10,000gp worth of components

Once finished, the engine grants a Lich the use of the Lair Actions listed in the Dungeons & Dragons Monster Manual on page 203

COMPONENTS FOR DAMAGE TYPES

1. **Acid:** a small Ooze
2. **Bludgeoning:** the bone of a Dragon
3. **Cold:** the heart of a Yeti
4. **Fire:** the feather of a Phoenix
5. **Force:** the eye of a Githyanki
6. **Lightning:** a skin of a Behir
7. **Necrotic:** the head of a Zombie
8. **Piercing:** the hide of a Tarrasque
9. **Poison:** the fangs of an Anaconda
10. **Psychic:** the eye of a GithZerai
11. **Radiant:** the wing of an Angel
12. **Slashing:** the claws of a Displacer Beast
13. **Thunder:** the voice box of a Banshee

COMPONENTS FOR CONDITIONS:

1. **Blinded:** a piece of obsidian glass
2. **Charmed:** a large gem mined by a dwarf
3. **Deafened:** a pound of fresh beeswax
4. **Frightened:** wool from a lamb
5. **Grappled:** three pounds of silkworm silk
6. **Incapacitated:** 100 pounds of fresh coffee
7. **Paralyzed:** a vial of cloud
8. **Petrified:** 99 gold needles
9. **Turn Undead:** five blessed holy symbols from different gods

COMPONENTS FOR SENSES:

1. **Blindsight:** the core of a Corpse Flower
2. **Darkvision:** the eyes of a Drow Matron
3. **Tremorsense:** the spine of a Bulette
4. **Truesight:** the brain of a Kraken

TRUE NAMES OF DEMONS

There are several pages devoted to demons and their names. These pages, however, are written in an ancient infernal script that only the oldest demons know. Given enough time, you may one day be able to decipher these pages using a small note scrawled next to one name that has been translated.

Each name takes 300 days to decipher and a cost of 10gp per day.

The first time a demon's true name is spoken, that demon will obey, albeit begrudgingly, the creature who spoke it for the next 24 hours. After that time, the demon is free to do as they wish again, and the creature who spoke the demon's name can't gain this benefit from the name spoken ever again.

KNOWN NAMES:

Kiiton = Kiithorandus

ADDITIONAL FEATURES

KEEPING THE BOOK

The book only stays if the attuned owner strives for selfish or evil purposes. If the creature attuned to the book commits a good/selfless act it disappears from their possession, taking with it all the Bonuses of Attunement and leaving all the Penalties of Attunement. It also removes all knowledge that resides within its pages from the creatures mind, stopping the effects of any Feat the creature may have taken from it, as well as preventing it from using any Spells or Rituals contained within its pages.

The book will come back to the attuned creature if it commits a particularly heinous act, otherwise that creature must wait for someone else to attune to the book to be rid of the Penalties of Attunement.

DIEING WITH THE BOOK

If a creature dies while attuned to the book, their soul gets taken by it and split in two. Half the soul is taken into the book itself, and the other half taken in the the Sword of Kii.

The creature then cannot be resurrected by any means (unless the book allows it).

LOSING THE BOOK

If the book is misplaced, the attuned owner can summon it back freely.

If the book is stolen, the attuned owner can summon it back freely and choose to cast the *Curse of the Nine Hells* upon the thief, or take the thief's soul if they have read any of the book.

SPELL FOCUS

The book can be used as a spell focus for any spell or ritual. But if used for any good spells, the effects becomes warped. For example, healing spells become vampiric, requiring a second target to take life from, and Radiant spells becomes Necrotic. It is up to the DM as to how other spells are affected.

BLOOD FORGED SCENT

With so many agonised souls trapped within a single item, the chance of them catching the attention of something unwanted has increased.

Any time a blood forged item is struck with force or caught in an attack, roll a d20. On a 1, a devil senses the souls and is teleported to the Material Plane within 1d12 miles of the item, and starts to hunt the souls to claim as its own.

Devil Summoned: 1d100

0-9	Lemure	CR0	MM pg. 76
10-16	Imp	CR1	MM pg. 76
17-23	Nupperibo	CR1/2	MTF pg. 168
24-30	Spined Devil	CR2	MM pg. 78
31-37	Bearded Devil	CR3	MM pg. 70
38-44	Merregon	CR4	MTF pg. 166
45-51	Barbed Devil	CR5	MM pg. 70
52-58	White Abishai	CR6	MTF pg. 163
59-63	Black Abishai	CR7	MTF pg. 160
64-68	Chain Devil	CR8	MM pg. 72
69-73	Bone Devil	CR9	MM pg. 71
74-78	Orthon	CR10	MTF pg. 169
79-82	Horned Devil	CR11	MM pg. 74
83-86	Erinyes	CR12	MM pg. 73
87-90	Narzugon	CR13	MTF pg. 167
91-92	Ice Devil	CR14	MM pg. 75
93-94	Green Abishai	CR15	MTF pg. 162
95-96	Hellfire Engine	CR16	MTF pg. 165
97	Blue Abishai	CR17	MTF pg. 161
98	Amnizu	CR18	MTF pg. 164
99	Red Abishai	CR19	MTF pg. 162
100	Pit Fiend	CR20	MM pg. 77

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